
Title: Aragothias

Author:

Aragothias, actually a lord of ancient times and a man of great evil, made a pact with the demon Phakebrus. This demon made a pact with the man, securing with him the knowledge and power of untold centuries, if he would allow him symbiosis with that body. Aragothias agreed, and the demon entered him. Soon he became twisted and evil as his insides rotted out from the demon within. He began a ruthless dictatorship, taking over the whole of Britania and placing it under his iron thumb.

The only creatures that truly apposed him were the dragons, and even these he took measures to illiminate. He formed the Corps of Kaldnor (or some such name), and used this band of human cultists to eradicate the dragon's layers and hunt them down. The dragons, sensing their danger, began to fight back. They arranged a hundred of their most ancient wyrms around Aragothias's kingdom in Covetus, and uttered the spell "Vas Corp Por". The mountain fell before them, burying the mountain

and him in rubble.
Aragothias seemingly
destroyed, his
followers prepared a
for his return at that
time, destroying all
knowledge of his
existence in those
realms. Or so they
thought...

Phakebrus still lives
within the mortal
shell of Aragothias,
and as such can be
destroyed, or banished
from these realms.
But to do this, one
must first find the
tomb in which the
body lays. By
speaking the demons
name, one might just
raise the body of the
carrier (in this case
Aragothias) and bring
him into the mortal
coil once more. Once
such is defeated, the
daemon is freed from
him and a good deal
weaker.

The tome of
Aragothias is still a
puzzling thing. It is
known that his body
was destroyed, or so
we think, in the
landslide that followed
the destruction of his
kingdom. But where
exactly did his body
lay? Where was it
that one might raise
the body of that lord,
to destroy it and
banish the demon?
To find such a place
one would do best to
understand the crypts
known as Covetus
itself. This great
dungeon is mostly a
series of caves,
where many an
animal dwell inside
those dark walls. The
lowest level, and

entrance level, is known to accomodate several strange locations, including a treasure room, several "mystery" switches along one wall, an altar to an unknown god (mayhap Phakebrus himself) and a cemetery. The rest of the place is inhabited with many different animals and monsters.

The strange "locations" within these crypts are still a mystery to even some of the most ancient of races, and elude most to this day.

The second level is a bit more "straight forward". This level pretains to a long stretch of tunnel, with cut-offs and the like, but the basic tunnel leading to the next section, the keep.

This area is the probable location of the Lich Lords kingdom before most of it was destroyed. The insides are scarred with bones, and protected by the undead and a few elementals. Their are "side quarters" along the halls, as if this used to be the main quart of that ancient kingdom, a throne room ever increasing that feature. There are two sections branching off from this, a small underground lake frequented by dragons, and a torture chamber swarmed with vermin. It is said that there is a secret chamber about that level if the switches on the first

are turned to the
corresponding letters
of the note on the
bottom of the throne.
This is said to lead to a
secret treasure grotto,
but who knows
whether it be true or
not?

And so do I conclude
the knowledge known
of me about the fallen
kingdom as I have been
able to find in my
explorations. As this
great story unfolds, I
shall try my best to
learn more, and place
it here.